

FIG.1A

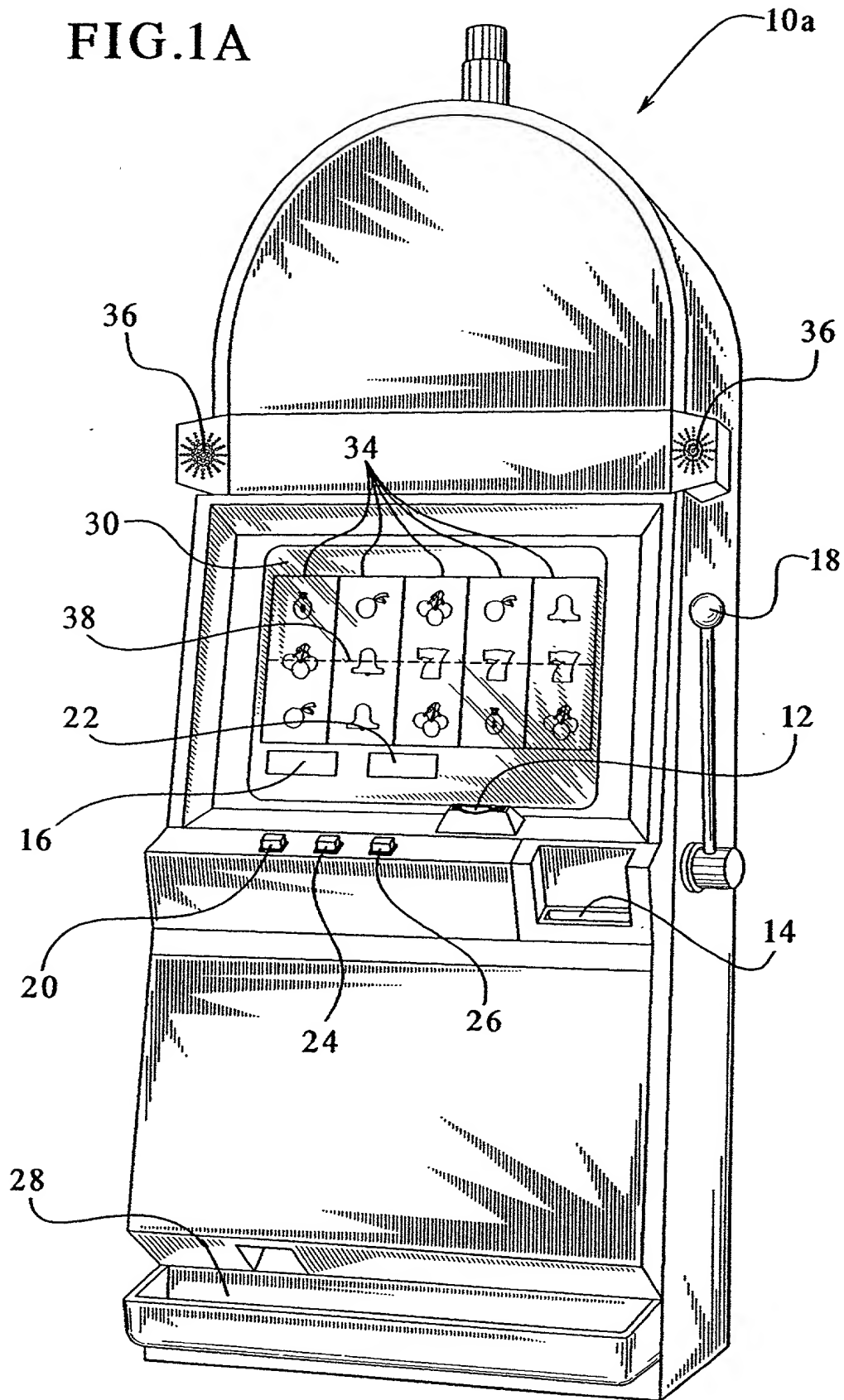
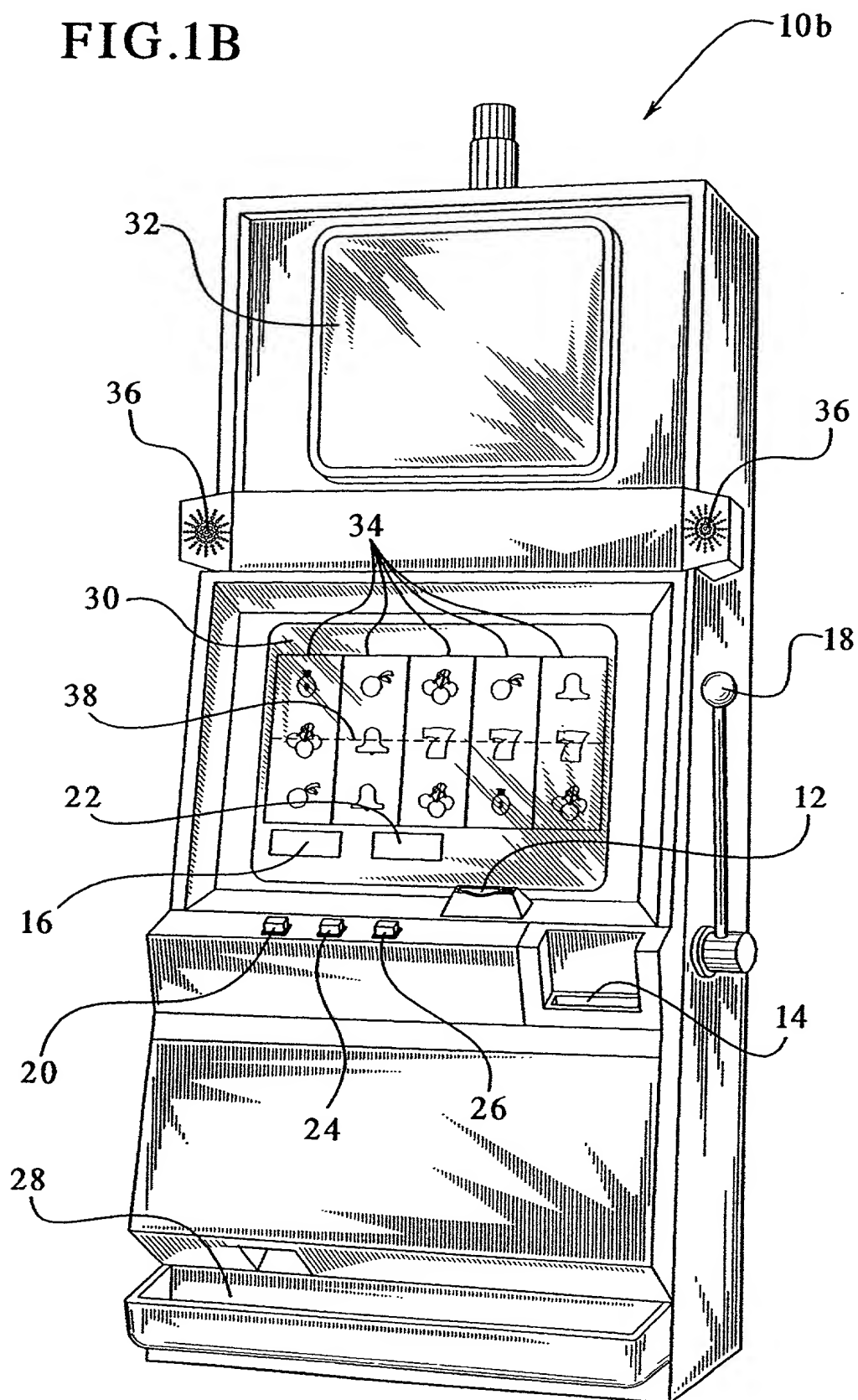
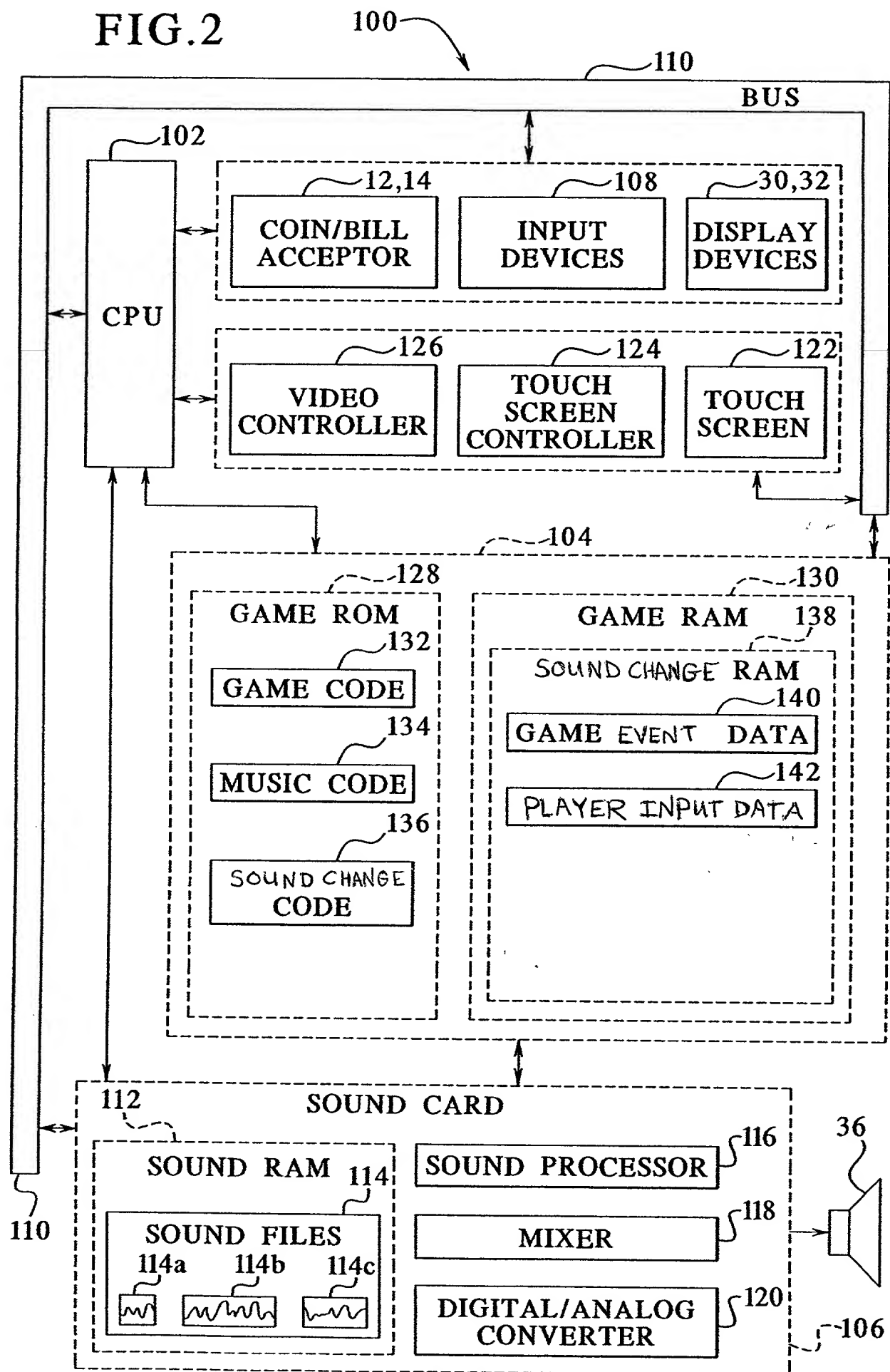


FIG. 1B



# FIG.2



**FIG. 3A**

<b>GAME EVENT</b>	<b>PRIMARY SOUND RECORDING</b>
<b>PLAY OF PRIMARY GAME</b>	<b>A</b>
<b>PLAY OF BONUS ROUND</b>	<b>B</b>

**FIG. 3B**

<b>PRIMARY SOUND RECORDING</b>	<b>VARIANT SOUND RECORDINGS</b>
<b>A</b>	<b>A1, A2, A3, A4</b>
<b>B</b>	<b>B1, B2, B3, B4</b>

**FIG. 3C**

<b>PLAYER INPUT EVENT</b>	<b>VARIANT SOUND RECORDING</b>
<b>1<sup>ST</sup> PUSH OF PLAY BUTTON</b>	<b>A-1 OR B-1</b>
<b>2<sup>ND</sup> PUSH OF PLAY BUTTON</b>	<b>A-2 OR B-2</b>
<b>3<sup>RD</sup> PUSH OF PLAY BUTTON</b>	<b>A-3 OR B-3</b>
<b>4<sup>TH</sup> PUSH OF PLAY BUTTON</b>	<b>A-4 OR B-4</b>
<b>1<sup>ST</sup> PUSH OF BET INCREASE BUTTON</b>	<b>A-2 OR B-2</b>
<b>2<sup>ND</sup> PUSH OF BET INCREASE BUTTON</b>	<b>A-4 OR B-4</b>
<b>PUSH OF CASH-OUT BUTTON</b>	<b>A-4 OR B-4</b>
<b>• • •</b>	<b>• • •</b>
<b>• • •</b>	<b>• • •</b>

**FIG. 4A**

CHANGE IN KEY OF SONG (ORIGINAL KEY: C)	
PLAYER INPUT	KEY
W	KEY D
X	KEY E
Y	KEY F
Z	KEY G

**FIG. 4B**

CHANGE IN TEMPO OF SONG	
PLAYER INPUT	TEMPO
W	10% INCREASE IN ORIGINAL TEMPO
X	20% INCREASE IN ORIGINAL TEMPO
Y	30% INCREASE IN ORIGINAL TEMPO
Z	40% INCREASE IN ORIGINAL TEMPO

**FIG. 4C**

CHANGE IN STYLE OF SONG (ORIGINAL STYLE: SWING)	
PLAYER INPUT	STYLE
W	BOSSA NOVA
X	JAZZ
Y	ROCK
Z	COUNTRY

**FIG. 4D**

CHANGE IN MELODY OF SONG (ORIGINAL MELODY: A)	
PLAYER INPUT	MELODY
W	MELODY B
X	MELODY C
Y	MELODY D
Z	MELODY E